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THQ

NINTENDO DS™



INSTRUCTION BOOKLET

THQ

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

### **Important Legal Information**

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REV-E



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Nintendo does not license the sale or use of products without the Official Nintendo Seal.

**THIS GAME CARD WILL WORK  
ONLY WITH THE NINTENDO DS™  
VIDEO GAME SYSTEM.**



Wireless DS  
Multi-Card  
Play

DS MULTI-CARD WIRELESS CONNECTED GAMES  
REQUIRE ONE GAME CARD PER PLAYER.

*During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.*

### CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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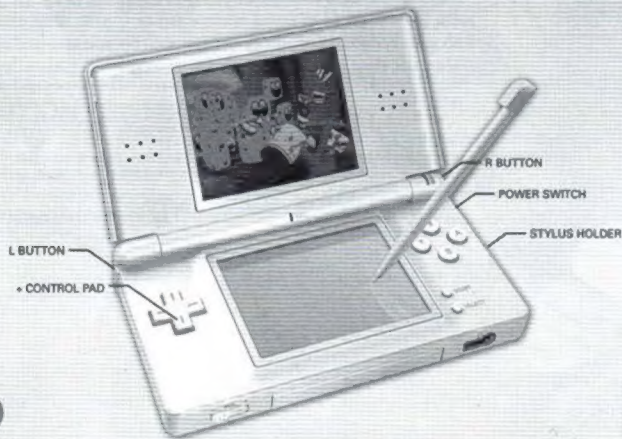
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# GETTING STARTED

1. Press the Power Button to turn the power OFF on your Nintendo DS™ system. Never insert or remove a Game Card when the power is on.
2. Insert the Game Card of SpongeBob's Truth or Square into the Game Card slot of your Nintendo DS™ system. To lock the Game Card in place, press firmly until the Game Card is locked.
3. Press the Power Button to turn the power ON. The Logo screens should appear (if you don't see them, begin again at step 1).



# CONTROLS

## CONTROLS (Default)

Once the game starts, use the following controls to help SpongeBob beat the enemy robots, activate mechanics, and advance to the goal.

BUTTON	MAIN GAME	HUB
+Control Pad	Move	Move the camera
A Button	Puck Attack	No Use
B Button	Jump	No Use
X Button	Spin Attack	No Use
Y Button	Hammer Attack	No Use
START	Pause	Pause
SELECT	No Use	No Use
R Button	No Use	Change top screen
stylus	All attacks and lots more	Select
microphone	Make bubble ascend, clear the screen	No Use

## THE STORY SO FAR

It is the eleventh anniversary of the Krusty Krab and Mr. Krabs has entrusted SpongeBob to keep the secret Krabby Patty formula safe. However, in the excitement SpongeBob misplaces the formula and is too sad to remember where he put it. Overcome with grief, SpongeBob must journey through his memories and with his friends help retrace his happiest moments in hopes of remembering where he placed the formula.



# THE HUB

## THE HUB

The inside of SpongeBob's pineapple hut has various features.

### DOWNSTAIRS



HUB OBJECT	FEATURE
<b>STAIRS</b>	Touch to go upstairs.
<b>SALES FISH</b>	Touch to talk to the sales fish to purchase merchandise/minigames.
<b>PHOTO ALBUM</b>	Touch to open the photo album where you can select the level you want to play and start the game.
<b>JELLYFISH NET</b>	Touch to play minigames you purchased from the Sales Fish.
<b>STEREO</b>	Listen to the games sound effects and music or adjust sound options.
<b>MEMORY LANE</b>	Play the next level or any that have been unlocked.

### UPSTAIRS



HUB OBJECT	FEATURE
<b>BED</b>	Touch the bed to save.
<b>STAIRS</b>	Touch to go downstairs.
<b>CONCH PHONE</b>	Touch to open the Multiplayer Menu.
<b>SQUIDWARD</b>	There's a 2% chance of Squidward becoming Santa Clause when SpongeBob goes inside the Pineapple Hut.

## SPECIAL ATTACKS

**HAMMER ATTACK-** Tap a spot on the Touch Screen to do a "smack" attack and hit the enemies. The smack attack is at a disadvantage when facing a projectile attack from a distance. (\*You can also use the Y Button.)

**SPIN ATTACK-** Draw BIG circles around SpongeBob with the stylus to make him spin and attack enemies. • Draw multiple circles and the attack lasts longer. (\*You can also use the X Button.)

**PUCK ATTACK-** First touch SpongeBob and drag the stylus out towards a target to "lock on." When you are in this locked on state, release the stylus to make SpongeBob fire a projectile. Projectiles have no effect if the target does a spin attack. (\*You can also use the A Button.)

# PLANKTON

**Use Plankton's electric zapper abilities to help SpongeBob collect items and overcome obstacles along the way.**

## COLLECTIBLES

Tap an item with the stylus to make Plankton zap it and bring it over to you!

## OBSTACLES

Tap a special icon with the stylus and Plankton moves rocks or lowers bridges so that SpongeBob can get across!

There will be a Plankton gauge displayed when using Plankton to interact with objects. Plankton's electricity effect will come to an end when the gauge is completely empty.

## GIMMICKS

### GROW-A-SPONGE

Just add water and watch them grow. Use them as a step to climb a ledge, etc.

### VOLCANO STEAM

Blow into the microphone to clear the screen.

### CHARACTER SWITCHES

Collect a power up disk to transform to one of SpongeBob's pals. There will be specific switches/buttons that only a certain character can activate.



# GIMMICKS

## BUBBLE

Hop into a bubble pool to ride in a giant bubble.

**Steer left or right** – Press the +Control Pad or touch the Touch Screen to the left or right of the bubble to steer.

**Ascend** – Blow into the microphone to make the bubble go up.

**Burst Bubble** – Press the B Button or tap the bubble to make it pop.

**Exit** – You can do a spin attack to exit the bubble (X Button).

## BUNGEE GUMBALL

Hop onto the gummy surface to enter a gumball.

**Move** – Use the stylus to flick the gumball in the direction you want to go.

**Exit** – Do a spin attack to exit the ball.

## WATERBOB

Move SpongeBob into a fountain to absorb and carry a heavy load of water!

**Spray** – Press the Y Button to spray water on targets or enemies.

**Dump** – Press the A Button to quickly lose ALL water.

**Water Slam** – Jump and press the Y Button to do a "water slam" attack.

## ROPE

Stand under the rope and press the B Button to grab on.

Press the +Control Pad to move on the rope. Press the B Button when over solid ground to let go from the rope.

## MONEY BAGS

Collect a power up disk to transform to Mr. Krabs. Then press the Y Button to remove these money bag obstacles blocking the path. Rub the Touch Screen with the stylus at this time to earn happy points.

## LADDERS / NETS

Move up close and make contact to grab on and climb. It is possible to grab while in the air. Use the +Control Pad to climb and press the B Button to get off.



# MINI GAMES

## JELLYFISHING MINIGAME

**CONTROLS** - Control SpongeBob in the Touch Screen. Jellyfish will cut across the screen. Draw circles around SpongeBob to make him spin and catch the jellyfish. The more you spin, the more your dizzy gauge will fill up. If the gauge is full, SpongeBob becomes too dizzy to move for a while.

INPUT	ACTION
+Control Pad	Move SpongeBob.
Draw Circles	Draw circles around SpongeBob to make him spin.

### POINTS

Earn 10 points for each pink jellyfish you catch.

Earn 50 points for a blue jellyfish. Lose 5 points when you collide with and take an electric shock from a jellyfish.

### OBJECTIVE

You must have 300 or more points after the game clock has expired to win the game.

## TALENT SHOW MINIGAME

The stage is shown in the top screen. Use the stylus to clear away tomatoes so Squidward can dance! The tomatoes and Squidward's dance will be in-synch with the Background Music. Try to match the music and clean away the mess. Beat the target # of points to win the mini-game.

## MERMALAIR GALLERY

Help SpongeBob hit the enemies with water balls on the Touch Screen.

The enemies will cut across the screen. Hit them with a water ball to make them go away. There are three rows where enemies scroll across. Up to 2 enemies can appear on one line at the same time. The water ball can penetrate through. Earn more points by hitting multiple enemies with the same shot.

Be careful not to hit Mermaidman or Barnacleboy or you will be penalized with a point loss.

You are limited to 10 water balls. The game is over when all water balls are used. Earn enough points and win the game.

INPUT	ACTION
+Control Pad	Move SpongeBob left or right.
stylus	Touch SpongeBob to make the target line appear. Then slide the stylus to determine the water ball direction. Release the stylus and SpongeBob throws the water ball.

## FRYATHALON MINIGAME

Use the stylus to help SpongeBob avoid hazards/obstacles and beat Patrick to the finish line.

CONTROLS	
Run	Draw clockwise circles around SpongeBob to speed up. Draw counter-clockwise to slow down.
Jump	Touch the circle in the center to jump.

# MORE MINI GAMES

## BUNS-A-BLAZING MINIGAME

Touch and slide the hamburger toppings from the conveyer belt to the bun and match the order shown in the top screen.

Move the topping to the bun before time runs out and complete the customer order. Take too long and guests become annoyed. When all guests are angry, the game is over. Match the order shown in the top screen, starting from the top side. Look for the "Make your favorite Krabby Patty" message – when it is up you can make any type of burger you want.

## NANOBOTS MINIGAME

### Hammer

NanoBots will appear from the holes. Use a Hammer Attack to destroy them. There are different colored robots. Some robots require more hits than others. Don't let a NanoBot escape with a Krabby Patty or you'll lose 5 points.

CONTROLS	
Move	Press the +Control Pad to move.
Hammer Attack	Tap the Touch Screen with the stylus.

# MULTIPLAYER

## MULTIPLAYER MINIGAMES

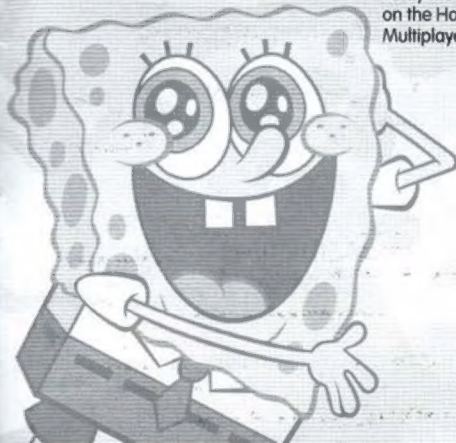
### TELEPHONE

Go to the second floor of the hub and tap the telephone with the stylus to open the Multiplayer menu. This feature will allow you to play 2P versions of the minigames with a friend.

### HOST OR GUEST

Choose to play as the HOST or a GUEST. If you choose GUEST, select a HOST afterwards. Once the host is determined, you will go to the minigame menu where the host can choose the game they want to play. The guest will wait until a selection is made.

\*Only the minigames unlocked and purchased on the Host player's card can be selected in Multiplayer mode.





# TIKIS

## REGULAR TIKI

Attack and smash this Tiki to find goodies.

## HOVER TIKI

This Tiki hovers in the air. Hop on and ride. You can also attack to smash these.

## EXPLOSIVE TIKI

Get too close and you'll trigger these exploding tikis. Try spraying them with water to deactivate them.

## WATER TIKI

This Tiki initially cannot support SpongeBob's weight. Use WaterBob to disperse water onto this and make it expand. Afterwards, you can hop on and continue. Water Tikis will be destroyed if you continue to give them more water.

## HINT TIKIS

Attack this Tiki to get a hint.

## STONE TIKI

Only SpongeBuff and his gigantic muscles can smash a stone tiki.

# Drawn to Life

## The Next Chapter



Available October 2009



MILD CARTOON VIOLENCE

NINTENDO

DS

Wii

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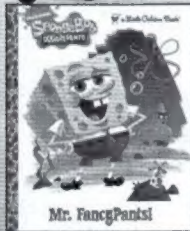
NICKELODEON

**SpongeBob  
SQUAREPANTS**



# Think Happy!

**Celebrate SpongeBob's  
10th Anniversary**



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**THQ Inc.  
Customer Service Department  
29903 Agoura Road  
Agoura Hills, CA 91301**

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This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

#### Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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